



GAMES FAQ

Q I've started playing Call of Duty 2 on the PC and keep getting killed at the same point. Do you know any cheats for the game?

A We sure do. First, you need to start the game and select Options from the main menu and then click Game options. Enable the System console and resume your current game. Press the ~ key (to the left of the 1) and you should see a small console window appear at the top of the screen. Then type:

```
set thereisacow 1337 <enter>
set developer 1 <enter>
set sv_cheats 1 <enter>
```

To enter the cheats, just get the console up and enter one of the following: god, god mode; give health, full health; give all, gives all items (including a mode where you shoot with your finger). There are more cheats available, but these should help you get through those tough bits. To turn off god mode, just get the console up and type god again.

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▲ A cheat dispenses with guns and lets you run around on the back of a toy horse, using your fingers to shoot

REVIEW GOLF SIM

IN2GAMES Gametrak: Real World Golf

RATING ★★★★★

PRICE £35 inc VAT

SUPPLIER www.in2games.uk/com/sales

DETAILS www.realworldgolf.com

Golf sims aren't known for their realism. When Tiger Woods sunk 'that chip' at the 16th in last year's Masters, it took sublime timing, touch and whole-body coordination. But give him a traditional golf sim and game pad, and the great man would be all fingers and thumbs – literally. Gametrak: Real World Golf is different because it puts a club in your hands and asks you to swing it. As you move, taut fishing lines attached to gloves monitor the position of your hands with 1mm accuracy. Your swing is re-created realistically on the screen and your ball flies off in the direction you send it.

The overall effect feels remarkably like a real round of golf. The graphics, particularly in handling the golfers' movements, are quite convincing. The plastic club provided is rubbish, but the Gametrak motion capture system will work with any club-like object you have to hand. You can swing your own driver if your ceiling's high enough. Put a round, white sticker on the floor to give yourself something to aim at and you're sorted. With Peter Alliss giving a description of each hole before you tee off, it's great fun and, after 18 holes, quite tiring.

Aiming and club selection is all done with the Gametrak unit. You raise your left or right hand to move side to side through menus and there's a foot pedal to select, so you need never touch your keyboard or mouse. However, play can get a bit disjointed with two players as you take turns strapping yourselves into the gloves. At least the



game lets each player complete a hole before passing over the gloves. Still, a spare pair at £5 is a good investment, allowing you to clip and unclip the lines to switch players.

The more you play, the more discrepancies you spot. Putting is far too easy; you'll regularly sink 30-footers, while your computer-controlled opponents struggle with tap-ins. The default irons and woods are also charitable, although you can up the difficulty level by switching to less-forgiving 'pro' clubs. These allow you to hit the ball a long way in the wrong direction. We're not convinced the Gametrak captures the subtleties of club rotation or wrist action, but if a swing feels good it tends to go straight on the screen. On balance, Real World Golf is more likely to improve your golf swing than wreck it. There's even a driving range where you can practise your technique.

For a game that mimics the real sport so closely, the biggest surprise is the price. As green fees go, £35 for life membership is ridiculously cheap. That price includes the robust Gametrak hardware, making Real World Golf a clear Best Buy.

Paul Sanders



Hugely entertaining; a bit like real golf



A reality check awaits you at your nearest proper course

REQUIREMENTS Windows 98 or above, 800MHz processor, 128MB RAM, 600MB disk space, 32MB DirectX 9 graphics

HOTLIST STRATEGY GAME

Civilization IV

RATING ★★★★★

PRICE £18 inc VAT

SUPPLIER www.play.com

DETAILS www.2kgames.com



Civilization IV shows us that there's life left in the god game genre. Using its turn-based play, you have time to think out detailed strategies before launching into an attack.

With plenty of building and town planning thrown in for good measure, this is an enthralling game that will keep you occupied for months.

REQUIREMENTS Windows 2000/XP, 1.2GHz processor, 64MB RAM, 1.7GB disk space. **Product code** B0009XH4CK



HOTLIST GOD GAME

Black & White 2

RATING ★★★★★

PRICE £20 inc VAT

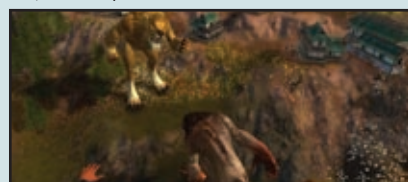
SUPPLIER www.cd-wow.com

DETAILS www.eagames.com



Black and White 2 is a huge improvement on the original, allowing you to play God as you hold sway over your people. Your aim is to conquer the map, but you can do it peacefully by attracting people or building a bigger army. The graphics are stunning, and the choice between being good or evil means there's lots to like no matter what style of gaming you prefer.

REQUIREMENTS Windows 2000/XP, 1.6GHz processor, 512MB RAM, 3.5GB disk space. **Product code** EAR07704900IS



HOTLIST FIRST-PERSON SHOOTER

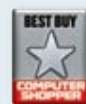
Call of Duty 2

RATING ★★★★★

PRICE £21 inc VAT

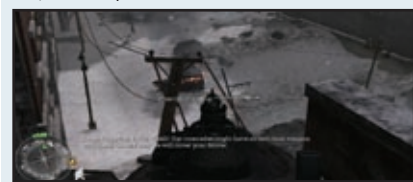
SUPPLIER www.cd-wow.com

DETAILS www.callofduty.com



The best World War II game returns with Call of Duty 2. The first game was harrowing, but this one tops it. The intense fire fights, excellent graphics and involving plot drag you in. With a wide range of online modes, there's enough here to keep you captivated long after you've fought your way through all the British, American and Russian single-player missions.

REQUIREMENTS Windows 2000/XP, 1.4GHz processor, 512MB RAM, 3.4GB disk space





REVIEW ADVENTURE GAME

THE ADVENTURE COMPANY

Agatha Christie: And Then There Were None

RATING ★★★★★

PRICE £17 inc VAT

SUPPLIER www.amazon.co.ukDETAILS www.adventurecompanygames.com

If you were worried that the point-and-click adventure game had been obliterated by all those first-person shooters, you can breathe a sigh of relief. And Then There Were None marks a welcome return of the genre.

As with the book of the same name, the game sees 10 strangers invited to a mysterious island, accused of murder by their host and killed off one by one. It's your job, as Patrick Naracott, to find out who's killing them. As with all point-and-click games, you control your character through the mouse. The large cursor is context-sensitive and changes its icon as you move it over objects, so you can see how you interact with them. It's simple to play and you can do almost everything with the left mouse button.

The graphics are atmospheric and bring the remote island to life. However, as the resolution is fixed at 800x600, the character animation, while reasonable, looks a little dated and the in-game effects aren't that great. Still, the surprisingly good voice acting makes up for a lot of this.

The nature of this game, where the guests are killed one by one, means the story telling is quite linear. However, we feel this game is almost too linear and the events unfold in a specific pattern. A bit more freedom would have gone down better.

Even so, there's a lot to like here and plenty of problems to get stuck into, even if you don't have control over when you attempt to solve them. And Then There Were None is an excellent adventure game with an engaging plot and there are hours of fun to be had. We hope more games like this follow.

David Ludlow

✓ Good old-fashioned point-and-click adventure; excellent storyline

✗ Linear problem solving

REQUIREMENTS Windows 98 or above, 733MHz Pentium III processor, 128MB RAM, 700MB disk space. **Product code** DRE004



Having murdered everyone else, Christopher wondered if he should kill himself so that there would then be none

REVIEW RACING GAME

EA

Need For Speed: Most Wanted

RATING ★★★★★

PRICE £20 inc VAT

SUPPLIER www.cd-wow.co.ukDETAILS www.be-notorious.co.uk

Need for Speed: Most Wanted (NFSMW) lets you race souped-up cars the way they were supposed to be raced: illegally. Taking its cues from dodgy action flick *The Fast and the Furious*, NFSMW is a surprisingly fun driving game. Your job is to get to the top of the blacklist by beating its 15 drivers and become the country's most-wanted driver.

The action is played out across live roads with the police eager to stop you. So, as well as racing around tracks, like any other driving game, you also have to watch out for oncoming traffic and face being caught by the police.

The police chases are among the most fun sections of the game. As well as swerving at unsafe speeds through traffic to lose the cops, you can opt for special events. These include knocking over pylons to prevent the police catching up with you. When you're in a chase you have free rein of the entire map, so it's like playing bits of Grand Theft Auto.

Standard races have a well-defined track you have to race around, but within those confines you can take short cuts, drive on the wrong side of the road and do anything you can to win the race. Along the way you earn cash, which you can use to buy new cars. There's a big selection of these, from standard road cars all the way up to nitrous-injected street cars.

The graphics are good but lack the polish and inner-city feel that Grand Theft Auto so accurately captures. NFSMW is fun to play, with an arcade feel to it. Fans of more realistic games will probably find it a little simplistic. The poor acting doesn't add much, but the fun racing and police evasion provide a welcome slant.

David Ludlow

✓ Exciting racing; high-speed police chases

✗ Poor cut scenes

REQUIREMENTS Windows 2000/XP, 1.4GHz processor, 256MB RAM, 3GB disk space. **Product code** EAE07704797IS



Having a need for speed is one thing, but driving in the middle of the road is just plain irresponsible

REVIEW CITY-BUILDING GAME

ATARI

Tycoon City: New York

RATING ★★★★★

PRICE £18 inc VAT

SUPPLIER www.cd-wow.comDETAILS www.uk.atari.com

If you think you could create something better than New York's skyline, Tycoon City: New York gives you the chance to try, as it's your job to build a property empire in the Big Apple.

The road layout comes in place, so you can't completely change the city. Instead, it's your job to construct new houses and businesses as you build up your property portfolio. While this is probably enough for those just interested in building, Atari has worked hard to introduce a competitive edge by limiting the areas in which you are allowed to build. Each section has a number of opportunities and prizes that you play through before you can progress to the next stage. It's done so you don't have to attempt a challenge until you're ready, so you can wait until you've got good cash reserves before you attempt to complete a challenge.

Building your property empire is easy. You can click on residential property to see what people's needs are. Trying to place a new building in an area changes the colour of the surrounding apartments: green means that residents really want it and red means that they'd hate to have it. However, placing a new building isn't enough to guarantee success. Using upgrades, such as outdoor tables for a café, you must attract new customers and keep existing ones happy. You're only allowed a set number of upgrades per building, so place them carefully.

A map filter lets you see at a glance which businesses are performing well and which are doing badly. Unfortunately, it applies to all properties on the map and not just yours, so it can be hard to get an overall sense of how you're doing.

Aside from this, Tycoon City is brilliant fun, with excellent graphics that produce a bustling city full of people, hours of gameplay and the chance to dominate the Manhattan skyline.

David Ludlow

✓ Hours of gameplay; complete freedom

✗ Map filters can be confusing

REQUIREMENTS Windows 98 or above, 1.2GHz Pentium III processor, 256MB RAM, 1GB disk space. **Product code** OC18573



Play Tycoon City and ensure that coffee shops with names as twee as Central Perk are never built